Broken Calculator (View)

There is a broken calculator that has the integer `startValue` on its display initially. In one operation, you can:

- multiply the number on display by `2`, or
- subtract `1` from the number on display.

Given two integers `startValue` and `target`, return *the minimum number of operations needed to display `target` on the calculator*.

Example 1:

```
Input: startValue = 2, target = 3

Output: 2

Explanation: Use double operation and then decrement operation {2 -> 4 -> 3}.
```

Example 2:

```
Input: startValue = 5, target = 8

Output: 2

Explanation: Use decrement and then double {5 -> 4 -> 8}.
```

Example 3:

```
Input: startValue = 3, target = 10

Output: 3

Explanation: Use double, decrement and double {3 -> 6 -> 5 -> 10}.
```

Constraints:

- $1 <= x, y <= 10^9$